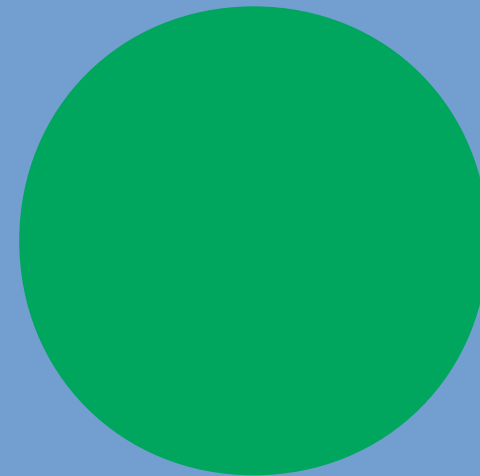
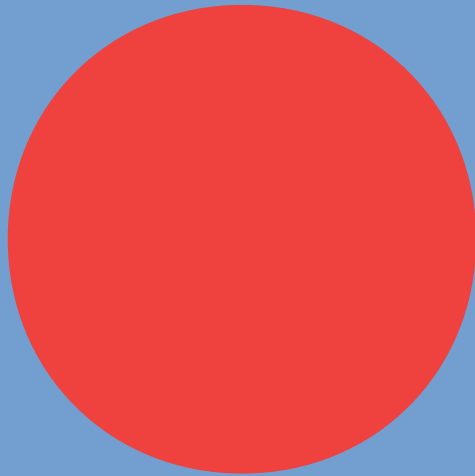


we1come to Agame

A simplistic team-based competitive
king-of-the-Hill idle game

Choose a Team



You may not choose blue, as it is the current defending Team



The Team of the top player is the defending Team

The other Teams try to defeat the top player

But

While weaker players can challenge you,
You can only challenge stronger once.

That means, for now you are safe.

Challenging

you'll take his place once his level drops to 0.

Your Attack

$$\begin{array}{|c|} \hline \text{Your} \\ \text{Attack} \\ \text{Value} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Random} \\ \text{percentage} \\ \hline \end{array} - \begin{array}{|c|} \hline \text{Enemys} \\ \text{Defence} \\ \text{Value} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Random} \\ \text{percentage} \\ \hline \end{array} = \begin{array}{|c|} \hline \text{10 damage} \\ \hline \end{array}$$

Enemys Attack

$$\begin{array}{|c|} \hline \text{Enemys} \\ \text{Attack} \\ \text{Value} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Random} \\ \text{percentage} \\ \hline \end{array} - \begin{array}{|c|} \hline \text{Your} \\ \text{Defence} \\ \text{Value} \\ \hline \end{array} \times \begin{array}{|c|} \hline \text{Random} \\ \text{percentage} \\ \hline \end{array} = \begin{array}{|c|} \hline \text{90 damage} \\ \hline \end{array}$$

If you have no health, it restores imidiatly after 1sec